① Very difficult.
② You need some math.
③ High-Paid because it demands unique set of skill.
④ Read-Research Papers.
⑤ High competition.
⑥ Burnout - You Pick High Paid or a Balance work-life
⑦ Rapid-Change.
⑧ Dynamic.
⑨ Lack of Junior position. to solve this look at step ④

Road map for ML engineering

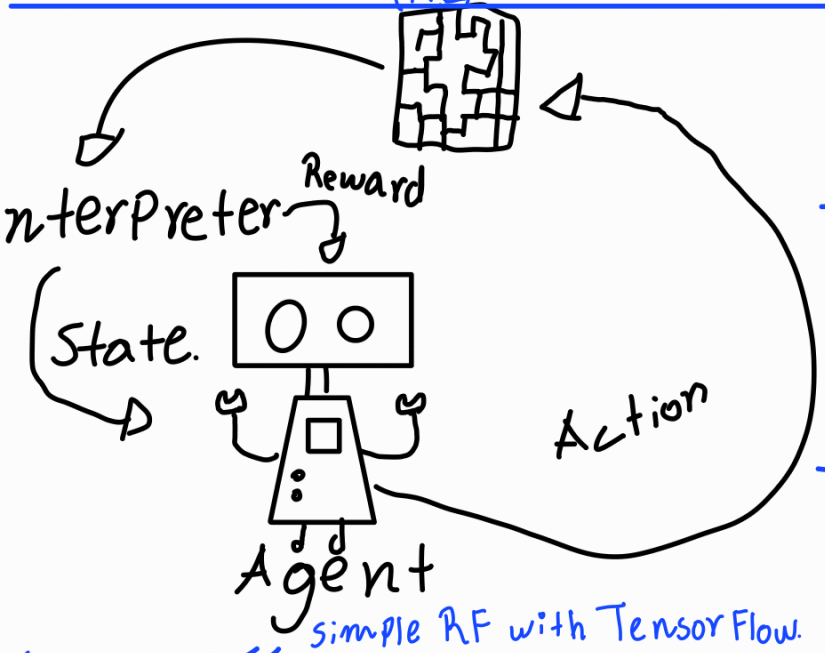
① Start to get moving, never stop coding
② Tutorials < building things by myself
③ Hands-on gets to Practice → This leads to improvement.

① Focus - Practice to become an expert Level-up
② build my own Proyects
③ Study
④ Try to run a ML code in Production
⑤ Keep going because this role is really hard.

¿How to read ML Papers?

1-> compile a bt of reaserch Papers and do a list of read/understoud from 0~100%
Read a small Part of each and then finish the one you find easier to read

La teoria que vemos en ML veremos factores de Penalización, Q-Learning; ecuaciones de Bellman.
Aprendizaje Por Refuerzo: (RL)



simple RF with Tensor Flow.

Basicamente se basa en una serie de Acciones donde le damos Recompensas/Penalizaciones al agente. si se hacen las cosas bien el agente o modelo tendra recompenzas Positivas, si lo hace mal. las recompensas seran: Negativas.
Esto es facil de imaginar todos somos agentes, obtenemos información del entorno y sabemos que hay acciones: Positivas o Negativas.
Todos usamos RL (Reinforcement Learning)
Las recompensas en ML/Ai son numericas. (-1, 0, 1)